VALLEY RESCUE

We kick off this month with a plea for a penpal. Krystof Struszczak of Lodz in Poland, would very much like to correspond with someone from England, to exchange information about working with a Commodore 64, and chat about the computer and adventure scene in the UK. Anyone who would like to get in touch with Krystof should write to me at The Valley, with brief details of age and interests, and I will send on suitable replies.

"Dear Saviour" wrote Tony Griffin from Dublin, going on to explain the trouble he is having with *Crystals Of Carus*. But saviour I was not, having not the slightest inkling about what goes on in the game. Tony wants the crystal ball, and the solution to the riddle on the island.

Tony, as well as many others, has been trying to puzzle his way past the robotank in *Rigel's Revenge*. Puzzle no more — look at this month's clues!

S. Edlington wrote asking for details of any adventure fanzines that are around. Two of the most regular and reliable are Adventure Probe, run by Sandra Sharkey and Mandy Rodrigues, and the Adventurer's Club Ltd. Dossier. Probe is monthly, and costs £1 per issue, cheques payable to S. Sharkey at 78 Merton Road, Wigan, WN3 6AT. For the ACL Dossier, you must be a member of the club. The annual subscription is currently £14.95, for which you get the bi-monthly Dossier, plus use of a phone-in Helpline, discount mail-order adventures, and an advisory service on publishing your own games. ACL application forms are available from The Valley, or from ACL direct at 64c Menelik Road, London NW2 3RH. Incidentally, the rates quoted for both these publications apply only to the UK — for Europe and the rest of the world, check out the price first.

Calling Tony Blakeson of Harrogate! I couldn't answer your *Zork 2* problem, as you didn't include your full address! Yes, everyone who writes to The Valley gets a personal reply — IF we have an address to get back to! So there's a clue in the appropriate place for Tony, to help him open the box! If you need help, or can offer it, then write to me at *The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

Do you buy an adventure 'blind' in the hope that you will enjoy it, or do you read up on it first? Reviews are still the subject of discussion in the Valley mail — here's Gareth:

★I rarely buy a game without reading all the reviews of it in all the magazines I read. Daniel Griffiths said he prefers to buy games on intuition rather than reviews. How can you know the lastability of the game, or the difficulties of its problems through intuition? A quick look at it in your local stockists is not enough for an adventure game — you must play it for a long time. Many hours or even days of play are required. Reviewers like yourself are paid to do this. This is what reviews were invented for, to tell the prospective buyer if his money will be well spent. I feel Daniel's way of buying games could be expensive, by depending on trial and error to find a good one.

Gareth Williams,
Swansea.

Campbell's Comment: Hear! Hear! Anything to keep us reviewers in business, Gareth. And in the main, it is cetainly true that adventure games (as opposed to arcade games) get played for many hours or days before a review. For example, I played *Corruption* for more than fifteen hours, over a period of a week, before writing the review you see in this issue.

Choosing which adventure to buy is one thing — but how on earth do you choose which adventure is the best of the year? Who is qualified to judge?

Various magazines have annual awards for games. Some magazines decide for themselves which are the best. Hmm . . . could that be a dubious choice? Or is the now-famous C+VG Golden Joystick award the most democratic? Votes on games in all categories are open to all readers. What could be fairer? But adventure players should just stop to think for a moment.

Imagine you are one of the majority of readers, (i.e. an arcade player) filling out the voting form. Well, you'd be bound to pencil something in against 'Best Adventure', wouldn't you? After all, you're street-wise as far as computer games go — there's not much you don't know about 'em, is there? Could it be, then, that the Best Adventure Of The Year is ultimately decided by people who have never actually played ANY adventure, let alone the ones for which they are voting?

Which takes us on to adventure fanzines and clubs — surely a hotbed of enthusiasts who know their stuff? But all is still not plain sailing! There are those who don't have disk drives, and those who don't have cassette players! And how do you judge one game against another, irrespective of price? Perhaps there should be price categories, or disk and tape categories?

On reflection, might not the best judges be the reviewers after all, who, let's fact it, have seen more adventures than most people have had hot dinners, combined in a panel? "Ah — but!" I hear you say, "Reviewers are notorious for never having time to actually COMPLETE adventures — so how can they know how good it really is — all the way through?"

Or could it be that there is no such thing as a Best Adventure?

CAMBELL'S COMMENT

Here's a satisfied customer! John Roberts was having difficulty getting a copy of *Zork 1* — so I proposed that he did just what Rod Cousens recently suggested, and mail-order direct from Activision. the result . . . ?

★ Many thanks for your letter re Activision and *Zork 1* for the 64.

I contacted Activision and they referred me to their mail-order department in Wellingborough. I am delighted to say that I received *Zork 1* this morning, and am bursting to get at it.

Thank you very much for your help — my local dealers tried every source of supply they knew without success.

The telephone number for Activision Mail Order is 0933-78787, should it be of interest to other readers. Once again, many thanks.

John Roberts,
Stoke on Trent.

Campbell's Comment: Glad to be of service, John. And equally glad to see that Infocom games CAN still be obtained. Strange, though, that dealers can't supply . . .

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the god-like genius of GARY PENN

So you've got a problem — a software problem that is. Who can you turn to for help? Deidre? Marj Proops? Katie Boyle? Naaah. They're more interested in solving hardware problems. Tommy's more of a technical man . . . Tell you what, write to yer omniscient uncle Gaz if you want to know anything about games, both old and new, or more importantly, need some hints, tips or POKEs. The address? The God-like Genius of Gary Penn, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GREEN BERET
(Imagine)

James Ingham from Solihull was one of the many who either wrote or phoned for some maps, tips or POKE's for this ace ageing arcade conversion. So here's a listing for infinite lives from Nick Brown of Gendros in Swansea. Type it in, RUN it and follow the on-screen prompts to load *Green Beret*.

```
10 FOR N=49152 TO 49183
20 READ A:POKE N,A:NEXT
N:SYS 49152
30 DATA 169, 1, 170, 168,
32, 186, 255, 169
40 DATA 0, 32, 213, 255,
162, 10, 189, 26
50 DATA 192, 157, 205, 5,
202, 16, 247, 108
60 DATA 36, 3, 169, 173,
141, 53, 21, 141
70 DATA 229, 254, 76, 253,
61
244, 3, 76
5 DATA 13, 8, 72, 80, 169,
97, 141, 26, 4, 169, 1, 141,
27
6 DATA 4, 32, 132, 255, 96,
169, 173, 141, 26, 156, 141,
29, 156
7 DATA 141, 32, 156, 141,
35, 156, 141, 38, 156, 76, 0,
8, 77
```

BUGGY BOY
(Elite)

Oh dear, the reset POKEs on the Cheatcard given away with the February issue seem to be causing a few problems — mainly of the 'How do I reset my 64?' variety. But ne'er ye fear. Martin Pugh from Holywell in Clywd has a solution — this triff listing. Type it in, RUN it and follow the on-screen prompts to load *Buggy Boy* with infinite time.

```
0 REM BUGGY BOY CHEAT
(c) HM PUGH '88
1 FOR X=320 TO 372:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C=5249 THEN POKE
157, 128:SYS 320
3 PRINT "DATA ERROR!"
4 DATA 32, 104, 225, 169,
83, 141, 243, 3, 169, 1, 141,
```

THE LAST NINJA
(System 3)

Poor old Mark Carter, he's stuck on the first level 'cos he can't get past the dragon. Funnily enough, quite a few people are stuck at this point. So, here's how it's done . . . See this screenshot? This is where you have to stand to throw a smoke bomb at the dragon in order to put him to sleep so you can pass without being frazzled. It's as simple as that.

ALIENS
(Electric Dreams)

There have been several requests for POKEs for this ageing game of the fillum, but the best I've got is one from MH Kiani of Ibrox in Glasgow . . . Reset the computer after *Aliens* has loaded, then type in POKE 38408,X (RETURN) — where X is the number of the room in which you wish to start. Now enter SYS 38233 to restart the game. Can anyone oblige with a listing for something like infinite lives and ammunition?

MICRORHYTHM
(Firebird Silver)

Andrew Holland of South Woodford in Essex was reading the *Microrhythm* inlay and noticed that it mentions that the gong is played by pressing the 'up arrow' key. This is a bit of a fib, as pressing the key has no effect whatsoever. "So how can I play the gong?" he asks. Jim Blackler of Lancaster has a solution . . . Load *Microrhythm*, then reset the 64 so you can enter POKE 10429,13 (RETURN) followed by SYS 7103 (RETURN) to restart. You can now play the gong by pressing the 'up arrow' key.

LIVINGSTONE, I PRESUME?
(Alligata)

"I bought a copy of Alligata's *Livingstone, I Presume* for a couple of quid in my local computer shop, but I haven't seen any reviews for it, and even worse I've not seen any tips either," writes Roger Simpson of Uxbridge in Middlesex. "Can you help?" Well, Roger, I'm afraid I can't — but I know a man who can . . . HM Pugh of Holywell in Clywd supplied this listing for infinite lives. Type it in, then RUN it and follow the on-screen prompts to load *Livingstone*.

```
0 REM LIVINGSTONE CHEAT
(c) HM PUGH
1 FOR X=3301 TO
3322:READ Y:POKE
Y:C=C+Y:NEXT
2 FOR X=320 TO 327:READ
Y:C=C+Y:POKE X,Y:NEXT
3 IF C=2948 THEN POKE
157,128:SYS 3301
4 PRINT "DATA ERROR!"
5 DATA 169, 12, 141, 41, 3,
32, 86, 245, 169, 64, 141,
189, 2, 169, 1
6 DATA 141, 190, 2, 96, 72,
77, 80, 169, 173, 141, 134,
69, 76, 0, 64
```

JACK THE NIPPER
(Gremlin Graphics)

R Hutchinson of Chesham, Bucks cant get very far and wants some help. I've no tips to hand, I'm afraid, R, so here's the cheat mode. Type ZAPIT on the title screen: the border should go white and nappy rash will be a thing of the past.

Stand here to throw the smoke bomb at the dragon. See, it's easy!

play to WIN

avoid, or better still kill the biker. Don't pick up the bat until you have beaten the bike — chances are you will drop the bat if you mis-time a flying kick to knock the rider off his mean machine and will end up with tread marks on your head. When under attack from two bikers, always deck the one which hasn't just fallen off a bike. He's easier to kill, see.

Keep hitting with the bat. If one of the bikers has the bat though, stand 'on top' of him (so he can't 'see you') and punch the other biker as he approaches.

PLATOON (Ocean)

Having trouble getting through the tunnel network and the bunker? Then why not skip both sections altogether . . . Having lost all your lives on the tunnel stage, wait for the 'rewind the tape' message to appear and hold down RUN/STOP and tap the RESTORE key. You should start the tunnel section again, but this time when you lose your first life the 'press fire to load the next section' message will appear and the fifth stage (The Jungle) will load instead.

HINT

VENOM STRIKES BACK (Gremlin Graphics)

Ronnie Farrington of Upper Bridston Village in Wirrfx (at least I think that's what it says) has found three codes for Matt Tracker's latest romp. So generous is he that Ronnie is willing to share these codes with you — so here they are . . . Type 'em in on the title screen.

MAYHEM turns the scrolling message purple. It also means that when you enter the first teleport booth you will teleport to a later level.

TRANSMOGRIFY turns the scrolling message red, and better still means that when you enter the teleport booth you will be transported to the moon.

PETALS OF DOOM turns the scrolling message grey. Plus, you will now be able to withstand the onslaught of aliens and missiles. But for Heaven's sake don't tread on any mines or fall down the holes.

TRANTOR (GO!)

Just in case you happen to have a copy of this lying around and you missed the Cheatcard on the front of the February issue, here are some useful codes. . . .

KEMPSTON	COMPUTER
JOYSTICK	CASSETTE
SPECTRUM	SINCLAIR
SOFTWARE	GRAPHICS
KEYBOARD	HARDWARE

TARGET RENEGADE (Imagine)

So you didn't get a *Target Renegade* cheatcard on the front of this issue, eh? Well even if you did you may still find the going a little tough with infinite lives, so here are some handy hints from Timothy Peers of Caister-On-Sea in Norfolk . . .

LEVEL ONE: THE CAR PARK

As soon as you appear from an elevator on the left-hand side of the screen, perform a flying kick and you should

LEVEL TWO: THE BACKSTREETS

The main problem here is the Lady's Boss with his gun and his cane, neither of which can be stolen. Always take out the ladies as they appear on screen. No, don't offer them a drink — hit them three time in the head. As for the Lady's Bosses, hit 'em with a flying kick before laying into 'em with a few punches to the head. Note: NEVER scroll the screen whilst fighting a Lady's Boss, as another one will appear and then you're in t-rouble.

LEVEL THREE: THE PARK

Not a lot to say here, other than scroll the screen where possible. The little guys may not look too dangerous, but you will certainly realise that they are when you're on the receiving end of a headbutt.

Get the big guys with a flying kick followed by a stomach punch. The small fry should simply be hit in the gut.

LEVEL FOUR: THE SHOPPING MALL

Hit the bouncers with jump kicks so they can't trip you up, then punch 'em and move. Keep moving and punching the bouncers out until you reach . . .

MR BIG

First, move around him until you reach the right-hand side of the screen. Now attack with a flying kick and as soon as you land, leap again. When you reach

BMX KIDZ (Silverbird)

From the programer of BMX Kidz, Jo Bonar, comes the cheat mode . . . Load the game and when the title screen appears type VIVALDI (nothing appears on screen). Now press a key from A-F to select the level you wish to play. Go, g-g-go . . .

INTERNATIONAL KARATE (Endurance games/ System 3)

IK has just seen the light of day (again) on Virgin's *Now Games 5* compilation. So here are some silly 'cheats' for you to try . . . Hold down the keys A, D, Z and M for five seconds to change the backdrop. Hold down X then press a key from 1 to 4, now release the X key to change the speed of the game. Lastly, holding down S and E makes the fighters look at you. Seasoned readers taste best

— erm, will have have seen these 'cheats' before, but we do have to cater for the new as well as the old, dontchaknow.

And while we're on the subject . . . *IK+* has recently been re-released on Ocean's *We Are The Champion* compilation — so how about the 'cheats' for that? OK, S in conjuncton with E makes the fighters drop their kecks (hoo hoo ha). Holding down the *key changes the colour of the sun's reflection, while C, O and L alter the colour of the sky and sea.

TIPS & CHEATS

BANGKOK KNIGHTS (System 3)

Did you know (and not a lot of people know this), that this fightin' an' fumpin' game has a — well, a sort of cheat mode. It doesn't give infinite lives or anything useful like that, oh no. What it does do though, is . . . Tell you what, try it and see for yourself. What you have to do is turn off the music and enter the code 9990. Now play the first few bars of Koyaanasqatsi using the numbers as notes, and voila! The 'cheat' is now active . . .

Ah, yes, Koyaanasqatsi: Try 6360 6360 7370 7370 6269 6269 8070 6030. Bizarre . . .

THE EIDOLON (Ricochet)

Seeing as how this Lucasfilm classic has been re-leased at a budget price, and seeing as how it's rather jolly good, here are some simple, handy hints.

IN GENERAL

Don't shoot off too many fireballs when tackling a dragon as this seriously reduces your energy level and makes you very vulnerable. On later levels you can pick up the fireballs gobbed at you by the dragon, so keep your fingers (or toes) near the space bar. Also, its wise to map your progress if you want to get anywhere.

LEVEL	FIREBALLS TO KILL DRAGON
1	3 RED
2	4 YELLOW
3	5 GREEN
4	6 BLUE
5	7 RED
6	8 BLUE
7	9 RED

As for the big begger on L Eight . . . Well, he's a combination of all the previous dragons, and so the only way you can dispose of him is to destroy each head in turn. Thus you have to shoot off three red fireballs to get rid of the first head, followed by four yellow 'uns, five green and so on . . . Until BOOM! It's worth your while having someone on the space bar as things can turn pretty damn hectic.

BONE CRUNCHER (Superior Software)

From JLJ Schenk of Bonairestraat in Der Netherlands we have all 22 passwords for . . . well, for good measure. You can't have the password for what JLJ calls the 'Winning Screen', 'cos it's not fair (he says, having given away every other password possible).

LEVEL	PASSWORD
2	GOLEMSTENCH
3	MORPHICLE
4	GOLEMKILLER
5	SCARAB
6	WEB OF DEATH
7	MONSTERPARTY
8	CAVE OF DOOM
9	UNDERGROUND
10	DEATHCHAMBER
11	GOLEMS CAVE
12	HORNSLUT
13	SLIMEHOLE
14	BLOODSMELL
15	BONEPOWDER
16	NIGHTMARE
17	MONSTERBREED
18	THUNDERSTORM
19	CREEPY CAVE
20	LIQUIDATION
21	MEGAMAZE
22	STRATAGEM

HACKER II (Activision)

Especially for all those who've splashed out on a copy of Virgin's *Now Games 5* compilation, here's some crucial codes for you to enter when prompted to LOGON PLEASE . . .

00987
TITLE
DEMO
COVER
PAM
WAMI
DAME
GOMES

Plus! Some codes to enter during the game . . .

RED7
WHITE6
BLUE1
WHITE50
07041776

play to WIN

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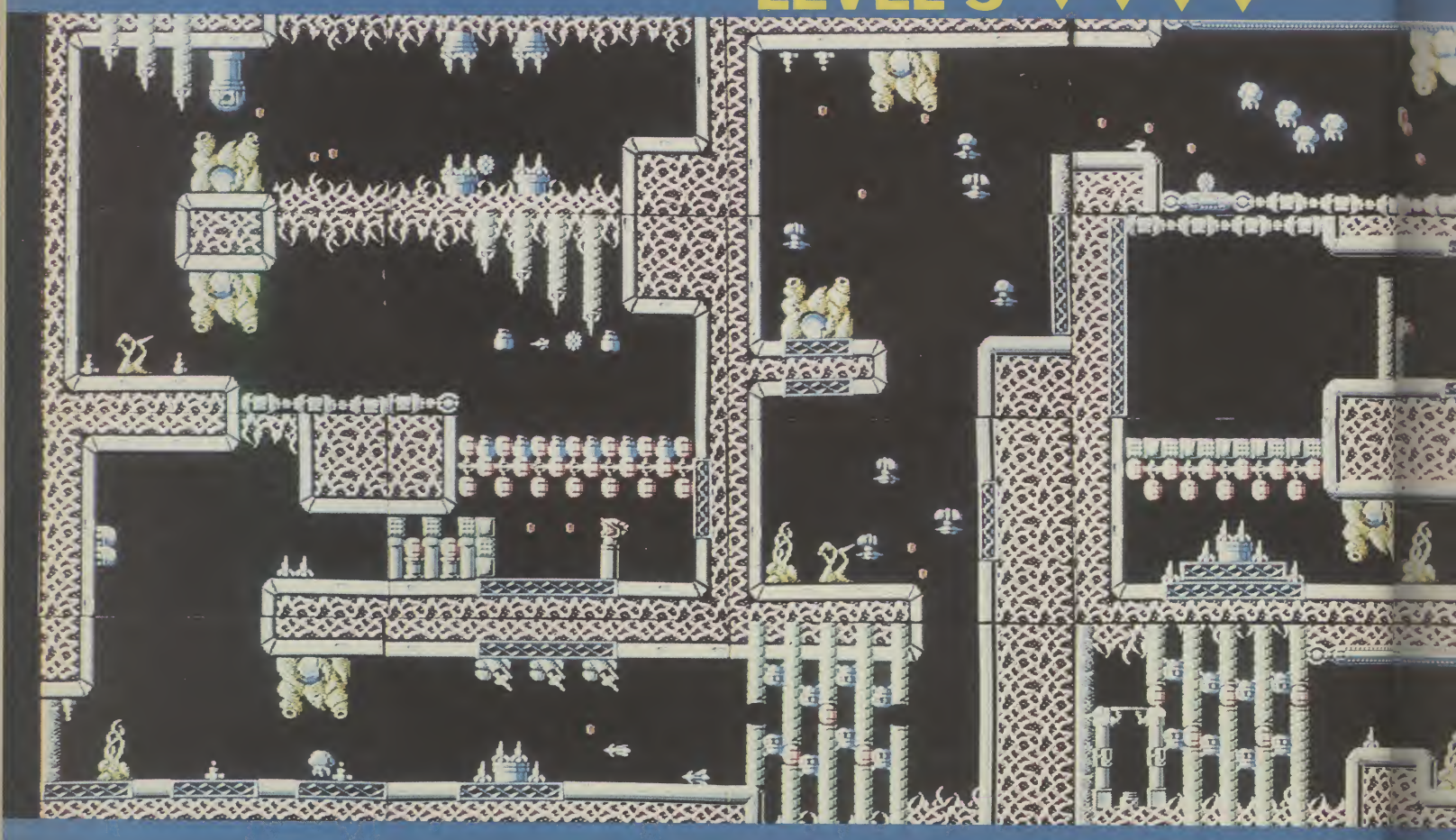
If you've ever wanted to know what's small and yellow and doesn't like liver, this map isn't going to be much help. If, however you've ever wanted to complete Hewson's super-slick Screen Star *Cybernoid,* then this is certainly the man for the job. Use the listing on the cheatcard which might be on the front of this issue (if not, ask your friends) for infinite lives, and with a smidgeon of luck, a dollop of pure skill — and, of course, this map, you should be able to sail through the three levels. It looks pretty, too.

CYBE

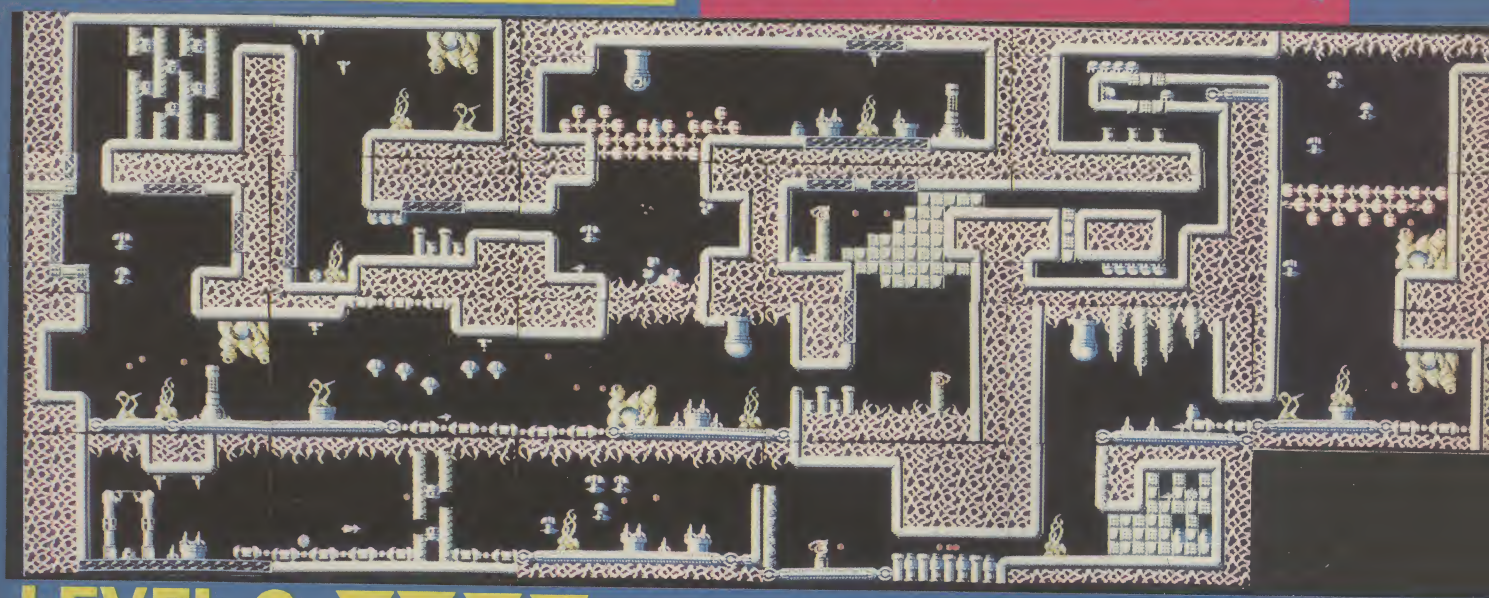
LEVEL 1 ▼▼▼▼

LEVEL 3 ▼▼▼▼

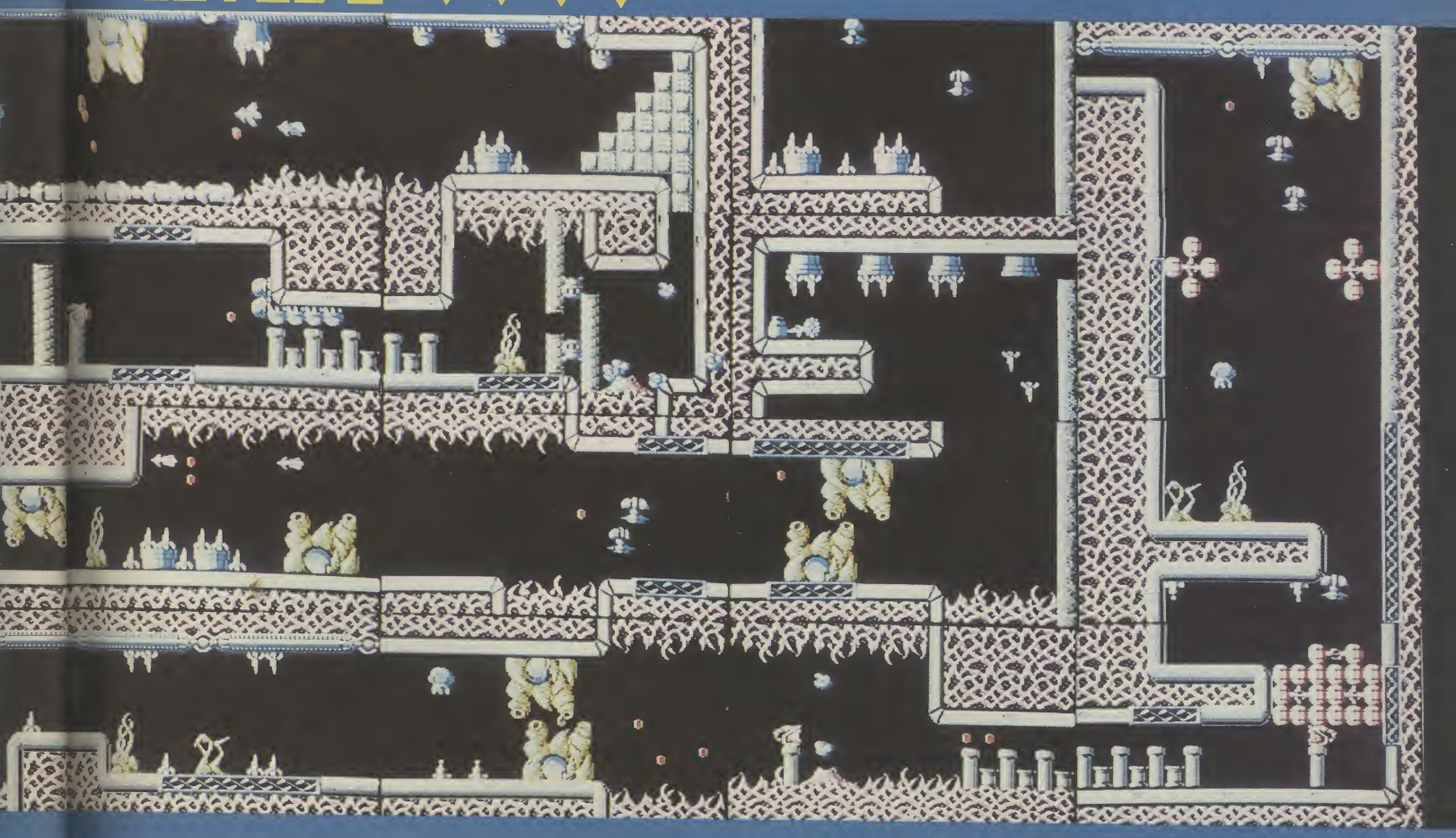


RNOID

play TO WIN



LEVEL 2 ▼▼▼▼



SEIBU 2 x 10p

DEAD ANGLE

Your damsel snatched by the family

With the huge popularity of Taito's *Operation Wolf*, it was only to be expected that there'd be a boom in "shooting range"-style coin-ops. What I must say I didn't expect was that we'd get such a classy variation on the theme from the previously unheard of Seibu corporation.

Dead Angle doesn't boast a mounted machine pistol. Instead, you're represented, *Heavyweight Champ*-like, by a yellow, fedora-ed silhouette, with a gunsight taking the place of *HC*'s boxing gloves.

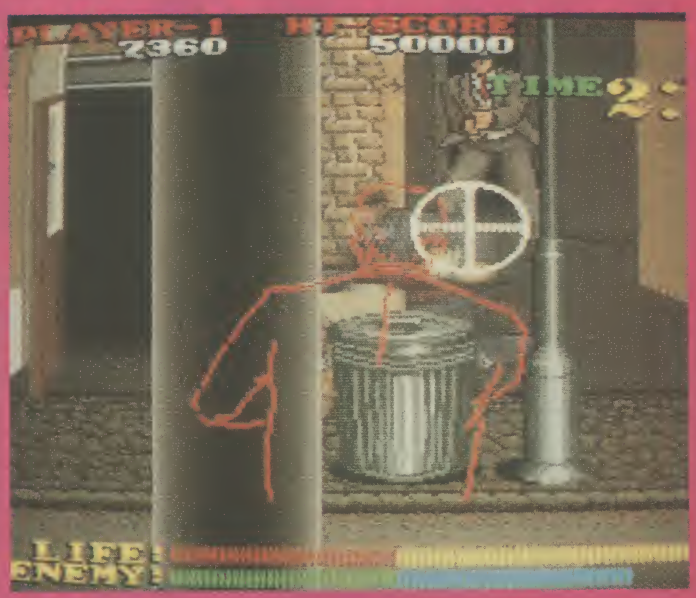
The game kicks off in Napoli (Naples, dolt) where you arrive at a street side cafe just in time to see a broad being kidnapped by some sinister "family" members and drive off in a mob car. Now, though you're pretty quiet about it, this young lady must mean a lot to you — you're prepared to take on the entire Cosa Nostra, on both sides of the Atlantic (and in the middle!) to get her back.

So it's out with your trusty shooter, and you've to take on your first family, the local Napoli toughs. You won't have far to look — the sidewalk is swarming with 'em, crouched behind barrels, skulking in doorways, using cars, tables, pillars, lampposts and anything else they can find for cover as they blast away at you.

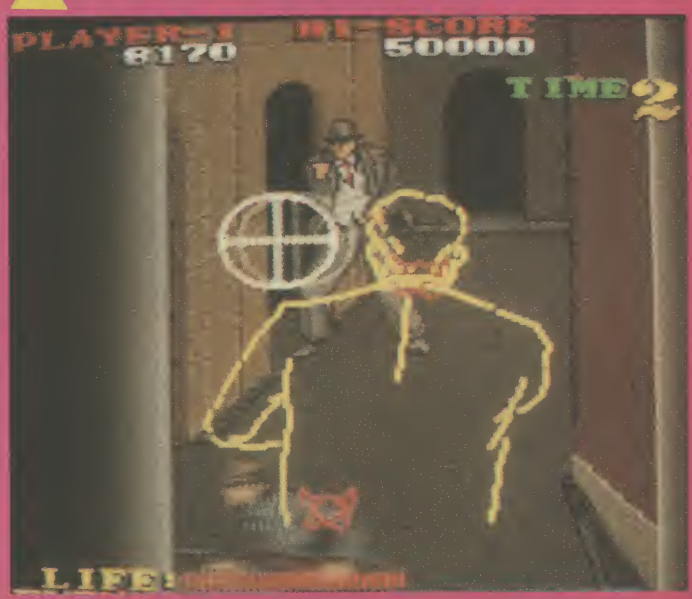
You can scroll yards in either direction and the basic rule here is kill everybody you come across. Either the entire population of Naples (and New York, and Chicago) is a member of the Mafia or they've arranged, thoughtfully, to clear the streets of octogenarians and prams before the showdown. You won't meet any goodies here — everyone's out for your blood.

You have to clear the entire level of hoods (there are an average of 40 on each one) in order to proceed on to the next stage of your quest, unless you manage to take out the local *capo di tutti*, in which case you get to move on straight away. And, as you'd expect, the bosses are not east to pin down and — whether due to their devilish luck, or cunningly concealed personal armour — they're very tough to take out.

You start out with a rather humble revolver but every time you manage to take out one of the red-suited



An alleyload of Tommy-gunners



One down, one to go.

The last thing you'll ever see, matey

Blowing away a Family man

machine-gunners, an icon will appear offering you either a machine gun, a shot gun or an extra grenade. You start off with just three grenades per life, so you have to use them sparingly.

Sadly, the family don't have to worry about any ammo shortages. They have handguns, machine guns, grenades and even rocket launchers, and plenty of 'em. You've got a health meter at the bottom of the screen together with an enemy meter. You start out with your silhouette a hearty (?) shade of yellow but as you take a few hits and your health level drops, you turn red. Each member of the family that you knock out reduces the enemy level — whoever reaches zero first loses out.

As they roll and weave in and out of cover — very *Operation Wolf*-y you'll notice that you can blow certain objects away if you pump at them long enough. Oil barrels take a lot of blasting, wooden ones less, and windows shatter pretty much straight away. As each level wears on, the scenery begins to look decidedly battered, with broken glass, splintered wood, chipped stone and twisted metal dotted about, and bullet holes everywhere.

If you make it out of Naples, you then have to take on another family on the deck of the trans-Atlantic ship. Next scene finds you on the docks of New York, scanning upwards to blow snipers out of berthed ships, and avoiding mobsters hidden amongst the unloaded cargo. With a lot of luck and a numb shooting finger, you'll then have to take out a whole nest of the blighters wandering around your midtown hotel, including a boss whom you encounter behaving in a most undignified and dangerous manner, leaping and bounding about in front of the lifts and throwing spikes in your direction.

If and when you check out of this most unfriendly establishment, you next head for a hoedown showdown in a Kansas farm with some rural Mafiosi, and after that it's north to Chicago where you have to clear a luxurious mobster mansion of gunmen. Finally you have a showdown with the Big Boss — I'd tell you a little more about him if his underlings hadn't prevented our actual meeting.

Leaving the scene of their crime

Throughout the game the graphics are excellent, with many clever little touches and details which you'll probably miss first time round.

Apart from its own qualities, *Dead Angle* also gives a clue as to how Imagine may convert *Operation Wolf*, this game proves uncontrovertably that the silhouette-and-gunsight blast 'em up can, if well done, be almost an invigorating as pumping away with a mounted Uzi. *(and who's that remark supposed to refer to? Ed)*.

Nick Kelly

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	7
ENDURANCE:	8
VALUE:	8
OVERALL:	8

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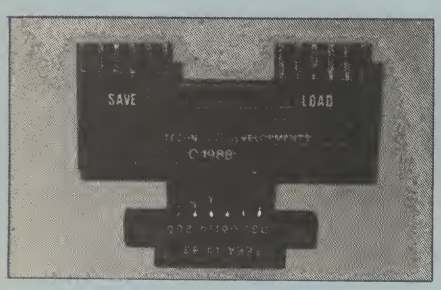

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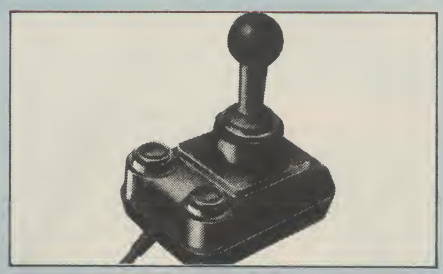

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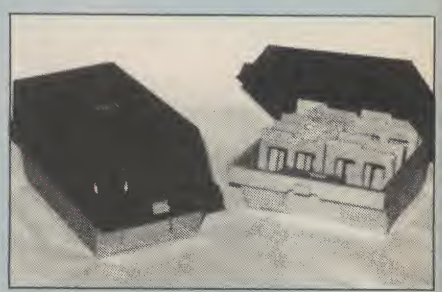

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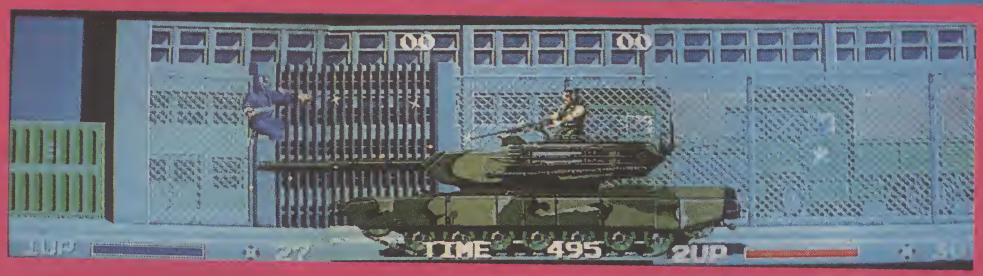
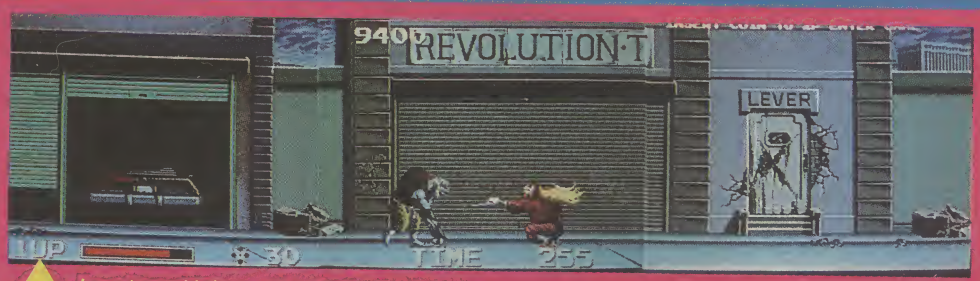


Ninjette fends off the hunchback of the sidestreets.

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	7
ENDURANCE:	8
CONVERTABILITY:	5
OVERALL:	8

TAITO
(3 × 10p)

NINJA WARRIORS



Leap to avoid the monster tank's turret guns.

Undeterred by the fairly lukewarm reaction to their three-screens-in-a-row shoot 'em up debut of last year, *Darius*, Taito have just produced another game which makes use of this extra long upright cabinet. But this time, though you'll be aware of them crossing from one screen to another, the joins don't actually distort the path of shells coming for you. What's more, the graphic brilliance of *Ninja Warriors* will, for most people, more than make up for any minor complaints about the joins.

But first, Jim, your mission. You play one of a choice of two ninja entrusted with the task of taking on what seems like an entire country's combined military services, criminal organisations and zoos. You can play in one or two player mode. The two ninja figures are a blue clad bloke and a very sassy red-clad woman ninja, who carries her hair in a long red ponytail.

You both stride through town with that unique, cocky Bruce Lee-style gait, arms akimbo and toes thrust aggressively skywards. The streets you're cruising so nonchalently through are splendidly seedy, and scrolling by in the backgrounds are the skyscrapers and office blocks of the better part of town.

But all this scenery is of no interest to you — you've got your eyes peeled for the first sign of danger. Your folded arms conceal a couple of lethal weapons. For close, hand-to-hand fighting you can use a pair of daggers, while for longer distance dissing, you've got a limited number of throwing knives and shurikens.

The first groups of foes you encounter are military, soldiers running at you armed with knives from both sides of the screen. These, truth to tell, are not particularly tough to deal with — just turn in the appropriate direction in time and cut 'em. If you waste your precious throwing knives at this point, you'll regret it.

Behind these groups of dagger fodder there is sometimes a marksman or two. Once again, however, these lads are not really top drawer — they only shoot along one plane, so if you simply crouch down you'll be immune to them. You can easily sidle up to them and stab them if you remain in the crouching "on the hunkers" position. In fact I found that, uncomfortable as it may initially seem, this position was the best stance to use for many of your attackers.

There are however, far more deadly foes to be encountered. Hunchback babboons jump down from crumbling wall tops and these boys are tough to get rid of. They need plenty of shooting and frustrate you by springing backwards to avoid your blows. Unless you fancy having your energy meter diminished alarmingly, it's best not to spend too long dealing with these ape-fiends at close quarters.

Another nasty to be wary of is the purple-clad hoodlum who lurks in garages and behind rubble, ducking out to loose off a couple of rounds of automatic rifle fire. Quite what connection this mobster has with the opposing army, or, for that matter, with deformed primates, isn't clear, but what is for certain is that if you don't leap high to avoid his low-skimming bullets, he's going to do you damage.

You have got a certain level of tolerance — and some personal armour — but neither will last longer than a few blows.

And, no, *Ninja Warriors* doesn't get any easier as you go along, though it does get even prettier. For as you encounter still greater perils in the shape of mortars, concealed land mines, oversized punks and semi-invisible samurai, the backgrounds move from scruffy streets to airfields, with an incredibly huge starfighter in the background. One of your toughest foes is an enormous tank, which literally occupies a whole normal sized screen. This monster trundles back and forth, with a gunman periodically poking his head out of the turret and loosing off bursts of machine gun fire at you. You've got to leap onto the moving ironclad, avoid this tracer, and throw an accurate shuriken at the man in the turret.

In gameplay, there are many similarities between *Ninja Warriors* and the recently reviewed Sega game, *Shinobi*. The graphics, and the overall effect of the giant screen, however, put this ahead. Highly playable, gorgeous looking and, technologically speaking, a successful step futurewards, I can't see *Ninja Warriors* failing to be a coin-op hit — unless, that is, arcade owners prove reluctant to shift three of their existing uprights to install it.

Nick Kelly

ATARI 3×10p

VINDICATORS

What do you get if you cross *Gauntlet*-style gameplay, real live tank controls and a spaceage scenario? Something akin to this new upright from Atari, perhaps.

Vindicators, for one or two players, puts you in control of a small futuristic ironclad blasting your way through a series of enemy space stations. Or, rather, it puts you in *charge* of said machine — *control* you have to work hard to acquire.

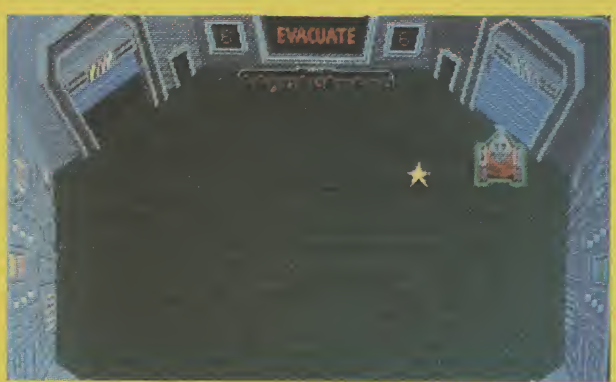
All steering, firing and smart bombing functions are carried out by skilful — or otherwise — manipulation of a pair of joysticks. You push right to rotate right, left to rotate left, and both in the same direction simultaneously to move in a specific direction. Minute variations in the amount of force applied to one or other of the joysticks will alter your direction. I'm assured by my bellicose Ed that this is indeed how tanks are controlled, and all I can say is that those magnificent men in their trundling machines must have far better coordination than I ever gave them credit for.

There are also fire buttons located in the "trigger" position of each 'stick (controlling cannon and smart bombs) and turret rotate buttons housed in the joystick head, operated by your thumbs.

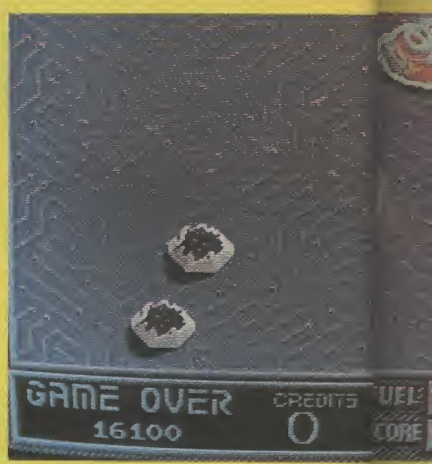
These controls are not the easiest to cope with. In the beginning, you don't have any turret rotate functions — you have to earn points to "buy" this enhancement, and, frankly, until you're fairly adept at coping with getting the tank itself to move when and where you want it, you're better off without.

The object of the game is to make your way past the various enemy vehicles, gun towers, mines and hover-fighters, picking up fuel for survival, stars for enhancements and special weapon icons en route, and escaping through an exit. There are two exits on each level and you need a key for each — a red key opens the red door, and a blue one opens the blue. Sometimes these keys are fairly obviously located, towards the end of the level but, especially as the game progresses, you start having to blast turrets to reveal the hidden key you need.

You have a shield which gives you limited protection from shelling but



Six seconds to get across the control room to the exit.



Three alien bots blasted, one to

CONTINENTAL CIRCUS

TAITO 3×10p

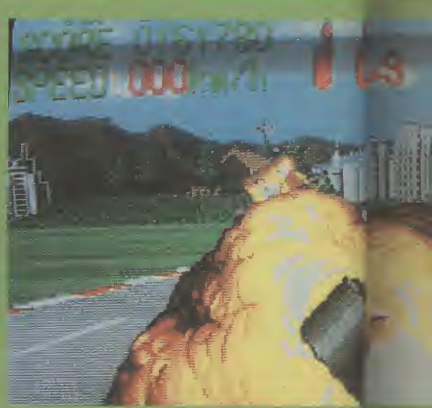
While there have been occasional attempts to spice up the formula a bit in the end most coin-op companies do seem to resign themselves to the fact that you can't meddle very much with the basic concept of car games: driving around bends, avoiding obstacles and finishing the course within a certain time.

Most of the developments which we've witnessed in the last eighteen months have, therefore, been aimed at making the games more realistic, rather than radically changing or enhancing the basic idea. The innovation that makes Taito's *Continental Circus* special doesn't involve very much in the way of new hardware — all it uses is a pair of goggles which hang down from the ceiling of the large stationary sit-down console. But when you adjust them to your height, insert your coinage and press the start button, the difference becomes apparent: *Continental Circus* is the first ever coin-op with 3D vision. And, even more happily, it's well worth playing in its own right, technical achievements aside.

The deal is this: you're competing on the world Formula One circuit. You start out with a ranking of 100, and lining up for the first of your Grand Prix challenges, the Brazilian.

You start off, and are soon overtaking cars and hurtling around bends with the rest of the competitors. There are two meters here to keep your eyes on; the standard lap timer which counts down towards zero — if you want to keep playing, you've got to pass an extra time stage or the finishing line before it gets there — and a ranking counter. Each time you pass one of your rivals, or he crashes or spins off the track, you move up a place. This

The fire's out, so quit the pits.



An explosion so good, it's nearly crash

one to g

you're at least as likely to expire from lack of fuel. If there are two of you playing, you should attempt to share the fuel pods you come across along socialist lines (i.e. to each according to their needs). When you're running low a nasty throbbing sound, like the one you hear in Xybots, warns you that you've got to get to an exit or a pod quickly or else it's death.

At the end of each level you get

t's nearly worth crashing for.

isn't just for honour and glory either — if you don't get your ranking down to 80 in the first event, you don't qualify for the next Grand Prix event, in America.

Actually, it's when one of the rivals does spin off the track, or when you yourself come a cropper, that the 3D effect becomes really spectacular: there's a mighty explosion and pieces of debris, metal and tyres fly towards you.

Even glancing off another car or a trackside object starts your car smoking. With this the "pits" icon appears and an ominous throbbing noise warns you that if you don't pull into the pits soon, you're liable to explode. There are a couple of pit stops along each course. When you pull into one a slick team of mechanics leap out to give your car a quick going-over. If your problem is mechanical — induced by bumping into someone or something — out come the fire extinguishers. If, as frequently, and spectacularly, happens, rain starts to lash down, you'll be asked to pull in and change your tyres.

Of course, you don't have to obey the icons — if you're right at the end of a stage you'd be a bit of a donkey to pull in just to have your tyres changed. But if you don't have rain tyres in the rain and good weather ones when the sun is out, you'll find your speed and control overall are reduced, and if you carry on with engine problems for very long you're gonna go BOOM.

Graphics and sound throughout are both up to the very high standard that's become expected of costly dedicated driving games. I particularly liked the leggy blonde who flagged me past the finishing post with a brilliant smile when I'd got my ranking sufficiently increased to compete in the next race, but glared at me, hands on hips, and chewing gum, when I just failed. The story of my life, really.

Nick Kelly

GRAPHICS	9
SOUND	8
TOUGHNESS	6
ENDURANCE	8
CONVERTIBILITY	8
OVERALL	8

Continental cab, complete with model and 3D spex.

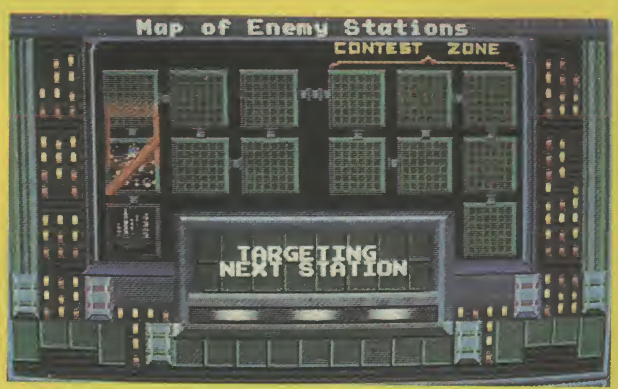
) a short bonus phase in the ice station's control room where u have ten seconds to pick up fuel ds and enhancement stars, and to ke good your escape through one he four room exits before the self struct mechanism detonates. This harder than it may first appear as exits open and close alternately d randomly.

After the end of the level, suming you've picked up fficient enhancement stars, you "buy" extra fire power and ge, increased shield protection (very useful), turret rotation (as mentioned above, a mixed blessing for the unskilled) and, occassionally, warp passages which allow you skip a level or two.

Fighting in *Vindicators* is fast and furious, and, as the levels become more complex, tactics become essential. Certain enemies can only be destroyed by smart bombing or blasting from a height (grab a ride on one of the lift mechanisms dotted about). Walls appear and disappear, *Gauntlet*-style, as do those nasty grinning mines, and there are also transporter pads which move you about the level. Sometimes it makes sense to flee rather than fight — for example if you're being counted down and the exit is close by, or your opponent happens to be a nasty flying saucer and you don't have any of the special weapons necessary to destroy him.

With graphics that put me in mind of Tron (the film), a larger than average screen, adequately state-of-the-art sounds, and plenty of that seriously stomach-churning tension, *Vindicators* should steal plenty of your ten pees over the coming months — but if coordination isn't your strong point, prepare for some hard lessons.

Nick Kelly



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GRAPHICS:	7
SOUND:	7
TOUGHNESS:	8
ENDURANCE:	8
CONVERTABILITY:	8
OVERALL:	7

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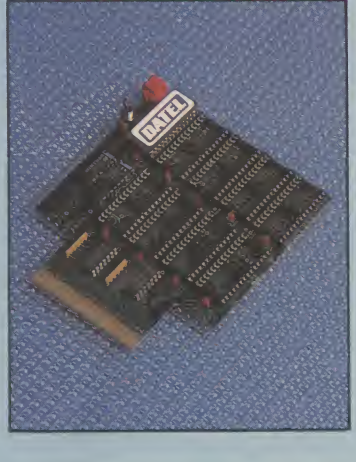

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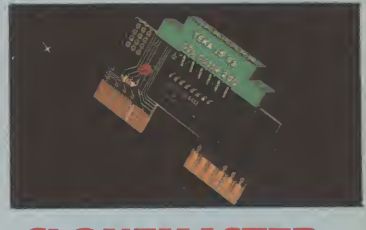

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- ❑ Requires access to two CBM type data recorders.
- ❑ Makes perfect copies.
- ❑ Very simple to use.
- ❑ LED level indicator.

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- ❑ Unstoppable reset button.
- ❑ Resets even so called "unstoppable" programs.
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- ❑ Fits in cartridge port.
- ❑ Simply plug in.

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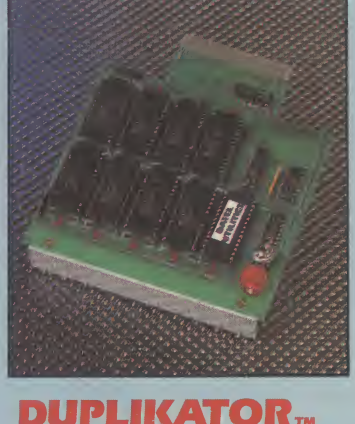

DUPLIKATOR™

- ❑ Copies whole disk in one pass – only one drive required!
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- ❑ Full disk error check in eight seconds.
- ❑ Full disk verify against ram in fifteen seconds.
- ❑ A must for clubs, user groups etc. How else can you copy over 250 disks and hour for less than £100.
- ❑ Comes complete with on/off switch and reset button.
- ❑ Fitted in minutes – no soldering usually required.

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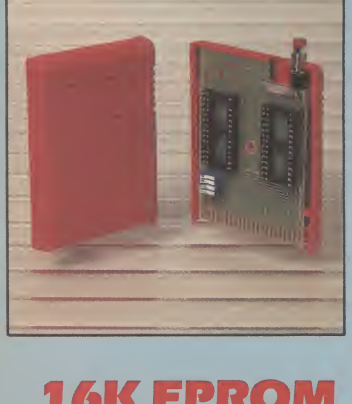

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- ❑ Whether to choose FastHack'em or Burst Nibbler? Fast Hack'Em is unbeatable value as an "all-rounder" – with nibblers, 1 or 2 drive copy, format, file copy, 1571 copy etc. etc., so if you have a more general requirement perhaps FastHack'Em is for you. Burst Nibbler is a pure nibbler second to none, for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it.

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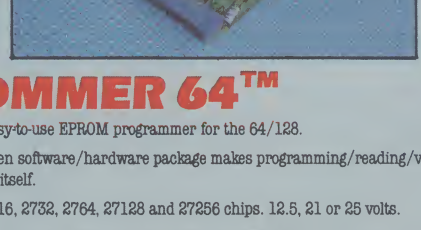

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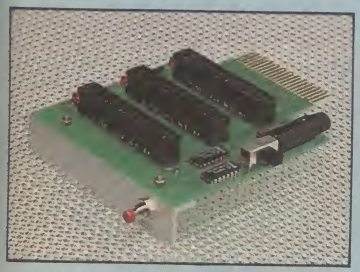

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A series of utility programs for use with Smartcart. Simply load in the program and you have a powerful cartridge. When you have a different requirement – load in another program and you have a new cartridge. The process takes seconds, and can be repeated any number of times.

We intend to release a range of programs. The first available are:

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- ❑ all the features of Diskmate II (see ad).

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Now you can turn your MPS 801 into 4 printers in one!!

- ❑ Alternative character set ROM – fitted in seconds.
- ❑ All four sets have true descenders.
- ❑ 100% compatible with all software.
- ❑ Descender. ❑ Eclipse.
- ❑ Scribe. ❑ Future.
- ❑ Choose any set at the flick of a switch.

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive" – Your Commodore, Jan 87.

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Turbo Rom II is a replacement for the actual kernal inside your 64. It provides superfast load/save routines.

- ❑ Loads most programs at 5-6 times normal speed.
- ❑ Saves at 5-6 times normal.
- ❑ Improved DOS support including 10 sec format.
- ❑ Programmed function keys:- load, directory, old, etc.
- ❑ Return to normal kernal at flick of a switch.
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- ❑ Plus lots more.
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A complete lightpen/graphics illustrator package.

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- ❑ Multi feature software including:
  ● Range of brushes ● Airbrush ● Rectangle ● Circle ● Rubberbanding ● Lines ● Freehand ● Zoom mode ● Printer dump ● Load/save ● Advanced colour mixing – over 200 hues!! ● Cut and paste allows shapes/windows/pictures to be saved to/from tape/disk.
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Blazing Paddles available separately for **£12.99**

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The ultimate disk toolkit for the 1540/1541

- ❑ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ❑ DISK DOCTOR V2 – Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.
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- ❑ DISK LOOK – Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.
- ❑ FILE COMPACTOR – Can compact machine programs by up to 50%. Saves disk space. Compacted programs run as normal.
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- ❑ Turn your Smart Cart into a 32K RAM/disk.
- ❑ 32K of instant storage area for files/programs.
- ❑ Load/save instantly.
- ❑ Disk type commands: load, save, directory, scratch.
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- ❑ Now with full sound editing module to produce outstanding effects.
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- ❑ Up to 8 samples in memory at one time.
- ❑ Tape or disk (please state).
- ❑ Complete software/hardware package **£49.99**
- ❑ Com-Drum software is available separately at **£9.99** to turn your Sampler II into a Com-Drum system as well as a sampling system.

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Digital Drum System

- ❑ Now you can turn your computer into a digital drum system. ❑ Hardware/software package.
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- ❑ Complete with 3 drum kits.
- ❑ Real drum sounds – not synthesised.
- ❑ Create superb drum rhythms with real and step time. ❑ Full editing. ❑ Menu driven.
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- ❑ Load/save facilities.

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- ❑ 24 drum sounds supplied on disk to enable you to construct your own drum kit.
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Model & Robot Control made easy

- ❑ Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world.
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- ❑ Excellent value! **ONLY £39.99**

including hardware/software/mic etc. (State tape or disk)

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- ❑ This drive is now probably the most compatible drive available for the Commodore. More so than even Commodores own '1541C. Much more so than other so called compatibles. In fact we have been unable to find a program including the latest that would not work. (At time of Press).
- ❑ **No need to look elsewhere – this is the best.**

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- ❑ Plus a full machine code monitor – too many features to list but it has them all!
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A Full Midi Interface for the 64/128 at a realistic price

- ❑ MIDI in. ❑ MIDI thru. ❑ 2 x MIDI out.
- ❑ Compatible with most leading software packages including: Seil, JMS, Advanced Music System, Joreth, Steinburg etc.

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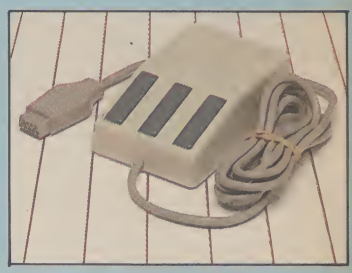

MOUSE

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NEXT

SALAMANDER EXCLUSIVE

NEXT MONTH CU

If you've been with us that long you'll know that it was CU who brought you the first review of Konami's *Nemesis* conversion back in March '87. Well Ocean have *Salamander* ready for release (see Buzz) and we've got it! And what's more we've acquired (with Ocean's help) a coin-op to give away in a great compo!

NEW BLOOD!

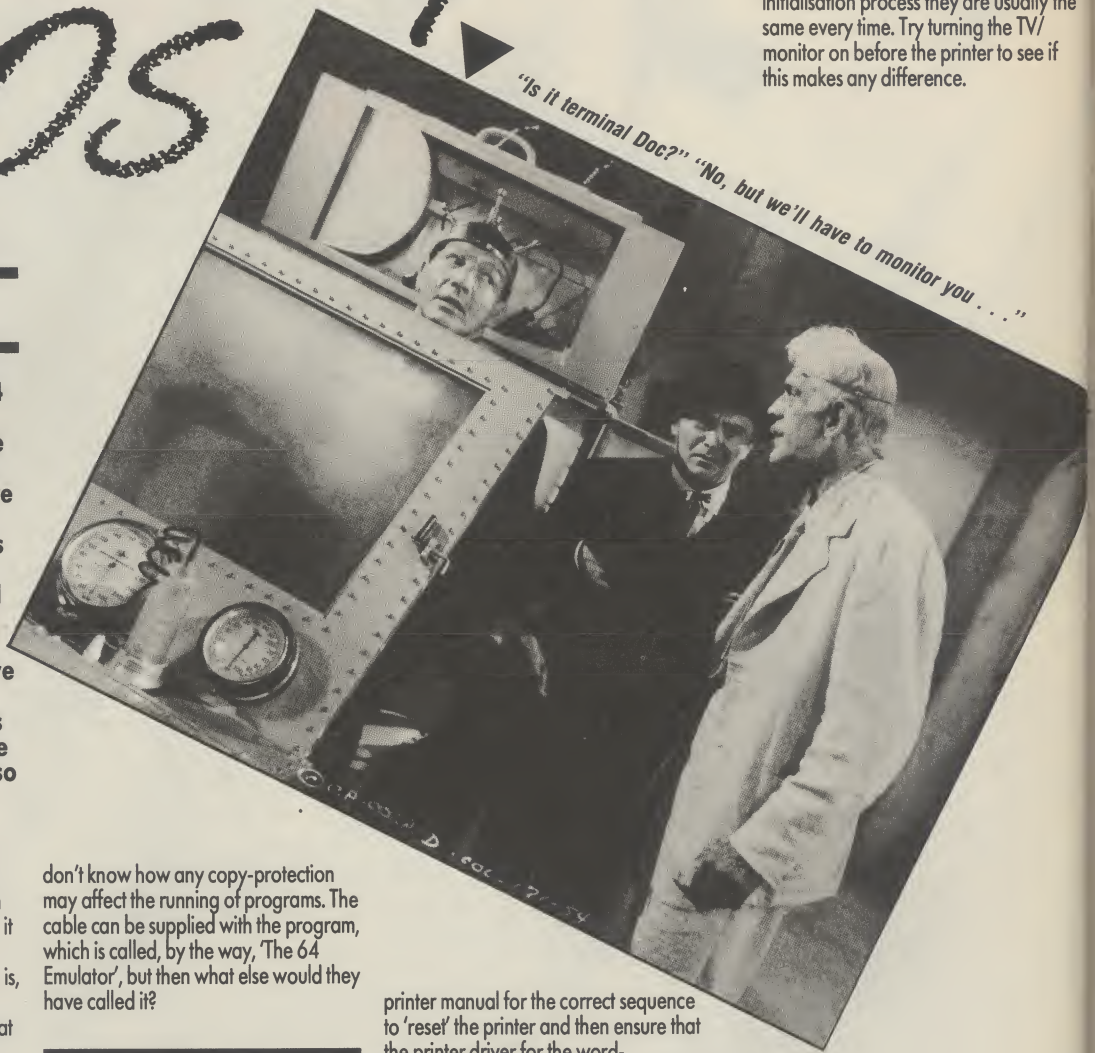
In the biggest transfer coup since Barnes and Beardsley went to Liverpool, CU has swooped for ZZAP! and Crash eds Julian Rignall and Steve Jarratt! The two erstwhile Newsfield midfield dynamos will be working for CU doing reviews and hints and tips. Three nil! Three nil! Three nil!

AND THE REST

The bit everyone takes for granted. The best reviews first, top Amiga coverage, hot tips, adventures, arcades reviews second to none. At a quid and a bit that's a steal. See you June 26th. We can't wait! Can you?

MONTH

Tommy's Tips



Emulator

I was about to sell my 64 and buy an A500, but I have been looking at the cost of the Amiga games programs and they are much more expensive than those for the 64. I also have things like WP programs and spreadsheets on the 64 which I still use quite a lot and it is going to cost a fortune to replace them with equivalent programs on the Amiga. I have heard rumours about a software program that allows you to run 64 programs on the Amiga. Is this possible and if so how much does it cost?
T Evans,
London N16

The answer to your question is a qualified 'Yes'; there is a 64 emulation program available for the Amiga and it costs about £50. One reason why I qualify my answer is that the program is, as far as I know, only available in America, although I have no doubt that it won't be long before someone is is marketing it over here. The contact address if you are interested is Readysoft, PO Box 122, Lewisham, NY14092.

The second reason for qualification is that you should not expect the same sort of performance from the emulation as from your 64. In case that seems like a contradiction, you must remember that anything other than simple text (such as Sprites) has to be 'reconstructed' by the emulation program, thus slowing the processing down considerably. Thus arcade type games are unlikely to be successful when you run them on the Amiga. However, any WP programs or spreadsheets should be capable of being used without too much problem and data files can be ported across and then stored on the Amiga.

One point to note is in order to transfer the software you must have a disk drive and the correct connecting cable. The cable allows the 1541 to be connected to the Amiga, although I don't know how any copy-protection may affect the running of programs. The cable can be supplied with the program, which is called, by the way, 'The 64 Emulator', but then what else would they have called it?

Hashed up

I have a CBM 128 computer with a parallel printer connected through an interface. When I use a word-processor I invariably get a gash character printed right at the start of the first page. It's not too annoying as it only happens once, but I can't find out what is causing it — can you help?
A. Murphy,

There are at least two possible causes for this and a little experimentation should allow you to work out the probable one. Firstly, does the problem only occur with the word-processor program? If it does then it looks very much like the initialisation sequence in the printer driver. You need to check the printer manual for the correct sequence to 'reset' the printer and then ensure that the printer driver for the word-processor sends the correct sequence before it does any printing. Also be careful of any files you may have ported across from a previous machine, or created for use with another printer; embedded control codes can also produce similar effects if you change printers to one which is not totally 'control-code' compatible with your previous one (changing from a Commodore printer to a Epson-type printer is a classic example!).

If however, the printer-produces the gash character irrespective of whether you are using the WP program or not, then suspect the interface. Some interfaces, expecially when in 'Commodore Emulation' mode can actually alter the correct codes to the wrong codes when using certain switch settings; check the DIP switch settings if it has them. Some of the fancier interfaces also have their own initialisation sequence when they are powered up and this has been known to produce gash characters on some printers.

The final possibility is a mains spike. If you turn your TV/monitor on *after* the printer, this can cause a spike even past a filter plug and many printers are very sensitive to spikes. The tell-tale sign will be that the gash characters are usually different, whereas with an incompatible initialisation process they are usually the same every time. Try turning the TV/monitor on before the printer to see if this makes any difference.

Print facilities

Please, please help me. I have a Commodore 64, a 1571 drive, a Panasonic KX-P1081 printer with a Turboprint GT interface and *Easy Script*. I would like to know if it is possible for me to use the facilities available on this printer, eg: italic, bold and emphasised printing as all the instructions use either LPRINT or PRINT#1.
J.E. Paterson,
Slough,
Berks

I assume that you are talking about the instructions given in your printer manual

showing you how to obtain the facilities with LPRINT etc. The fact is that it doesn't matter how the code (or ESCAPE) sequences are sent, it is the codes themselves that are important. Thus from a BASIC program, or in direct mode, you OPEN a channel to the printer and then PRINT the codes to the printer as if you were sending text, but with the codes being preceded by CHR$(27), which is the ASCII for the ESCape character. When using a word-processor you must ensure that the codes which the program sends out are the correct ones for the printer.

There is a slight problem with *Easy Script* in that it is not possible to set up your own printer driver (at least, not on the original version I have) so if the printer you have doesn't emulate one of the options on the printer selection then you may not be able to get at all the facilities. If you can embed control codes within the text then this is one way round the problem, but with multi-character ESC sequences this can get very messy. For example, to get italic text on any Epson-compatible printer you must send the ESC sequence CHR$(27);CHR$(52); and then CHR$(27);CHR$(53); to turn it off again. These pairs of control chars would need to be inserted either side of the text you wanted to be printed in italics.

Upgrader

● I am thinking of upgrading to an Amiga 500 from a C128. I have read quite a lot about the actual technical specification, but there are several other matters that concern me:

Firstly, price. I have heard rumours that the A500 is due to drop in price some time this year. If this is true, what is the new price likely to be?

Also, I want to know how much cheaper (if at all) it will work out if I buy a monitor with the computer, as opposed to waiting and buying one later. Which monitor would be best to get if I want to display all the colours at a reasonable resolution, and have stereo sound (if this is possible without plugging the computer into a MIDI system).

Lastly, I am quite worried about VIRUS, as it appears to be affecting several machines in my area, and I was wondering how serious it really is. I mean, is it worth buying an ST instead of an Amiga because of it, or can it be easily removed from the computer without much knowledge or machine code. Also, can it be found on any software?

Adrian Joyce,
Huntingdon

I always make it a rule never to make predictions regarding the price of computers — that way lies madness and an inevitable barrage of complaints when Murphy's Law guarantees I get it wrong!! If the computer you want seems good value and you can afford it, then buy it. That said, there seems little likelihood of Commodore dropping the price this year.

As for monitors, the Philips 8852 is very good, but if you buy a complete system including the monitor then you may be able to get a better 'all-in' deal on the A1081, Commodore's own monitor. I use an A1081 for all my computing, including a portable IBM-clone, and find it more than adequate. If your really want *good* stereo sound, then you don't need a MIDI system, just a portable stereo cassette player. One of the problems with stereo sound on all the monitors is that the speakers face sideways rather than forwards. This can have the effect of upsetting the stereo image, so I always play my sound through a hi-fi instead.

Lastly, the dreaded virus. The thing to remember is that a virus cannot pass through plastic!! If you buy commercial software then check that the plastic seal is unbroken; if it is then you are quite safe. The danger occurs when you 'borrow' software from other people, whose disks may well be 'contaminated'. However, most of the virus strains are easily removed and if you always keep the write protect tabs open on your disks except when you actually need to write to them, this will also help to avoid the virus spreading. Software swapping is definitely a major cause of spreading the problem, but if you limit your copying to disks you have purchased then you are quite safe.

Decoder

● Taking advantage of the Sept offer, I upgraded from my trusty 64 to the Amiga.

Could you please explain whether there is a fault with this computer or is it something I am doing wrong, as neither Commodore UK themselves or the dealer are interested in replying to any of my letters.

From the introduction book I tried typing in a message on the note pad, however everytime I pressed the M key the following happened.

/.,MNBVCXZ‹

This appears to be printing out the full row where the 'M' resides.

There is a key for each row like this.

The U key produces the following;

][POIUYTREWQ

And the J key;

'LKHGFDSA

Could you please explain this as it doesn't seem possible to program under the circumstances, I might add that all professional programs run fine.

B Haig,
Welwyn Garden City,
Herts

This is almost certainly due to a fault on the keyboard decoding chip or possibly the keyboard scanning circuit. Basically, the keyboard is split into a series of logical blocks and the keys are recognised by their position in a matrix of wires. Some of these wires, or connections, are common for all keys in a block and so the electronics scans through the keys looking for a signal on more than one connection to identify a unique key. However, if all the keys in a block appear to be giving a signal because of a fault, then you will get the effect you mention. You only mention notepad, but the same effect should occur no matter what program or routine you are in, if there really is a fault.

Programs that do not require the use of the keyboard will of course run correctly, as will some which only require you to press 'a key'; ie: it is not bothered which key. Also, some programs take just the first key pressed and ignore any subsequent keys, and these will also run. However, this is of little consequence since there does appear to be a major fault and you should return the machine to the supplier for repair/replacement at the earliest opportunity.

Cartridge query

● I'm a C64 owner and admittedly only use my Commodore for games. All the software is on cassette. Since I can't afford a disk drive my main gripe is that of painfully slow loading times. Therefore, is it possible to considerably quicken up loading times by using any of the cartridge systems, eg: the "Action Replay Mark IV". If so, which would you recommend and what speed gain would you be talking about, say for an average six minute loading time?

Joseph McCabe,
Belfast

Both the 'Final Cartridge III' and 'Action Replay IV' contain a turbo loader for your cassettes. The actual choice is really whether you want the fancy programs of F-CIII or the monitor and Warp-25 option of the A-RIV. If you don't have a disk drive then many of the options on both cartridges are going to be wasted, so decide which options you want and then get the cartridge that provides them.

One point to note when using turbo loaders is that your tape deck and tapes *must* be in good condition and correctly aligned in order to achieve consistant results. The actual gains that you can expect with either cartridge are between six and ten times, which means that your six minute program should load in under a minute.

Mega enquiry

● After just saying good bye to my beloved CBM 128 I am now on the verge of buying an A500 Amiga, but before I go rushing out and spend all my hard earned pennies on it, there are a few things I would like to know:

1. I have heard that Commodore is to launch a new A500 with one meg memory as standard, do you think it is better to buy the new machine or the old version with an A501 ram pack?

2. On the Amiga the A501 plugs into the underside of the machine giving 1 meg, is it possible to plug in more than one RAM pack, if so how many?

3. I own an Epson RX80, is it possible to connect this to the Amiga?

P.S. Please can you print this letter, as it could mean the difference between an Amiga or an Atari 520 STFM.

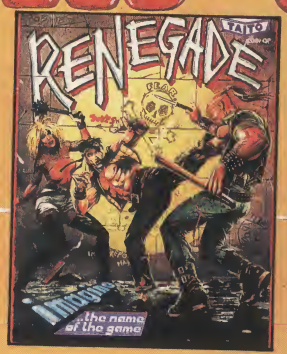
Leonard Costa,
Nottingham

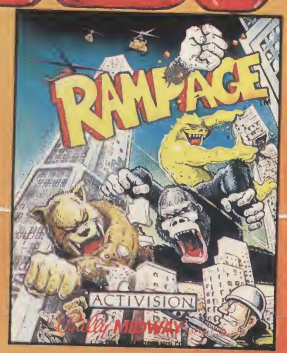
My personal advice is to buy what is available. There will *always* be a better computer 'just around the corner'.

The current version can only fit one A501 RAM pack, but there is now a new RAM board available for the A500 which fits *inside* the computer and will allow up to 8 Mbytes of RAM to be fitted. The boards are the EXP range and come with 512 kbytes, 1 Mbyte or 2 Mbytes of RAM. The last of these is the one that can be expanded to the full addressing capability of the Amiga prices are around US$170 for the 512k version and US$400 for the 1 Mbyte version — I don't know the UK prices yet. As for the RX-80, this will fit the standard parallel port without any problem and should work quite happily with the FX-80 option in the printer driver selection.

groovy arcade stories
AND
ARG
WARNING. THIS MONTHS THRILLING EPISODE OF GAS SHOWS HORRIFIC SCENES OF ANIMAL ABUSE AND BRUTAL TEASING OF EX FIGHTER PILOTS, THE SQUEAMISH HAVE BEEN WARNED.....
GO ON ELVIS. GOON MATE TELL THEM WHAT YOUR LIKE, GOON... TELL THEM. GO ON!
IM PSYCHOTIC!!
STOP TAKING THE MICKY. THIS IS A SERIOUS SITUATION ... YOU FOOLS ARE IN BIG TROUBLE!
YOU WANT US TO JUMP ON THEIR SPINES A BIT MR WEIGHT!!
OOH LA LA!
PUSSY CUNT
YES, WHY NOT OFFICER DEATH ..... A LITTLE POLICE BRUTALITY WOULDN'T GO A MISS, WHAT DO YOU SAY IAN N ELVIS, ARE YOU GONNA WISE UP, OR SHALL I HAND PICK YOUR TOMBSTONE'S
LET ME AT THE FLYBOY!
YOU WOULDNT DARE. YOU KNOW HOW POPULAR ME 'N' IAN ARE AROUND HERE!
YUP! HE'S RIGHT WEIGHT, YOU STOMP ON US AND OUR FRIENDS WILL RIP YOURE HEAD OFF!
ARG!
THATS RIGHT, RIP YOURE BLOOMIN HEAD OFF THEY WILL, CO'S ME 'N' IAN HAVE GOT MILLIONS OF FRIENDS!
STOMPING MAD!
YIKES! AND HERE'S ONE OF THEM RIGHT NOW!
AND WHEN IVE FINISHED SKINNING YOU ALIVE, IM GONNA CRUNCH YOURE BONES UP AND SET FIRE TO YOURE INSIDES!
GRAPPLE!
BARN DOOR
ENOUGH! OF THIS BANAL CONFRONTATION. ARREST THOSE FOOLS!
BUNDLE
GERRR
YEEEHAAA LETS ROCK!
Yikes
TAKE YOURE BEST SHOT FLAT HEAD
COME ON GODDAMN YOU
THANKS MUM!
GOD HELP ME! WHAT EVER HAPPENED TO CIVILISED POLICE BRUTALITY?
NEXT UP: LOTS OF RILLY FAB THINGS!
JAMIE HEADHEW LEFT 88

WE ARE THE CHAMPIONS





IK+

Call it a sequel...
And you'll land up flat on your back.
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User).
And who are we to argue?
But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD.
And balls!

©1987 Archer Maclean ©1987 System 3 Software Ltd.

RAMPAGE

The game where the nice guys don't get a look in.
Grab your way through Chicago, punch up New York, and jump on San Francisco.
Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.

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BARBARIAN

THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him.
However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released.
From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.
Can he vanquish the forces of Darkness and free the Princess?
ONLY YOU CAN SAY...

©Palace Software 1987.

SUPER SPRINT

Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners which can be traded for vehicle-enhancing custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.

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In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the guantlet in their path – the Renegade.
PLAY RENEGADE...PLAY MEAN!

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